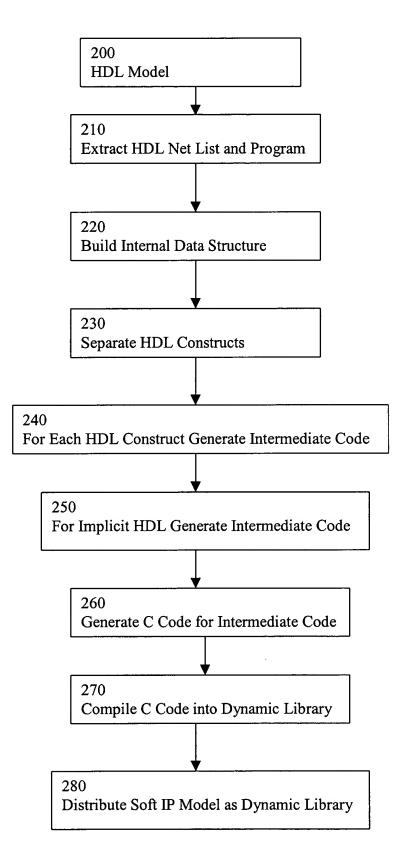
64

2

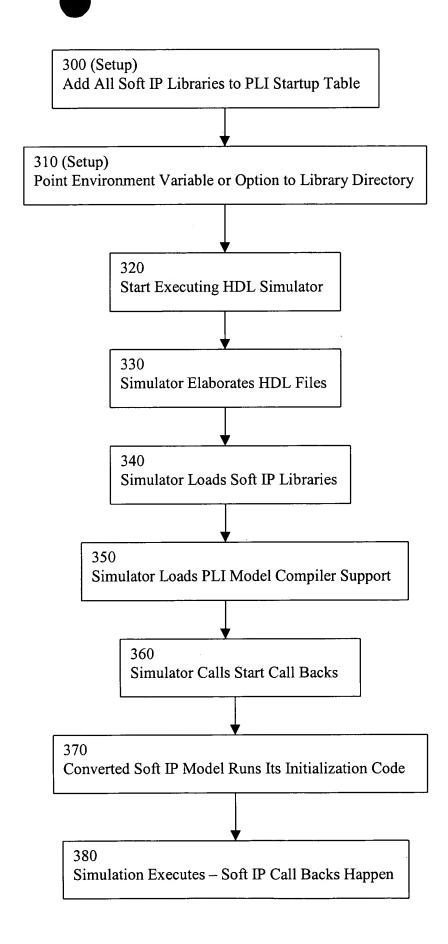
Figure 1 - Examples of Verilog constructs - Prior Art

```
3
4
5
        // illustration of Verilog constructs
6
        module verilog_example(out, a, b, reset);
7
        // Port construct
8
        output [7:0] out;
9
        input [7:0] a, b;
10
        inout reset;
11
12
        // Varible construct
13
        wire internal_reset, q, qn, cp, d, clk;
14
        reg r1, r2, r3;
15
        reg [31:0] magic_val;
        reg my_memory [32'hffff, 0];
16
17
        integer proc_counter;
18
19
        // Parameter construct
20
        parameter adder_width = 16;
21
22
        // Instance constructs
23
        chip3 arbiter(out, a, b);
24
        dffl dff(out[0], qn, cp, d);
25
26
        // Gates
27
        and g1(clk, r1, r2);
28
        udp3 g2(out[0], qn, cp, d);
29
        assign (weak0, pull1) #(10, 20, 30) clk = r1 & r2;
30
31
        // Scheduled procedural construct
32
        always @(out[0] or internal_reset)
33
         begin
34
          // timing free procedural construct
35
          r1 = r2;
36
          magic_val = 0;
37
          for (proc_counter = 0; proc_counter < adder_width;
38
          proc_counter = proc_counter + 1)
39
           begin
40
           magic_val = magic_val*proc_counte;
41
          end
42
          r1 = \magic_val;
43
          end
44
45
        /* system task construct
46
        always wait (posedge clk) $display("clk posedge at %t", $time);
47
48
        /* user PLI system task construct */
49
        initial
50
         begin
51
         $pli_init_my_memory(my_memory, 1'bx);
52
53
54
        /* specify path and timing check constructs
55
        specify
56
         specpararm t0h = 3.0;
57
         specparam t0l = 5.0;
58
59
         (in => out[3]) = (t0h, t0h, t0l, t0l, t0l, t0l);
60
         $setup(posedge clk, d, 4.33, 2.99);
61
        endspecify
62
63
        endmodule
```

Fig. 2



<u>Fig. 3</u>



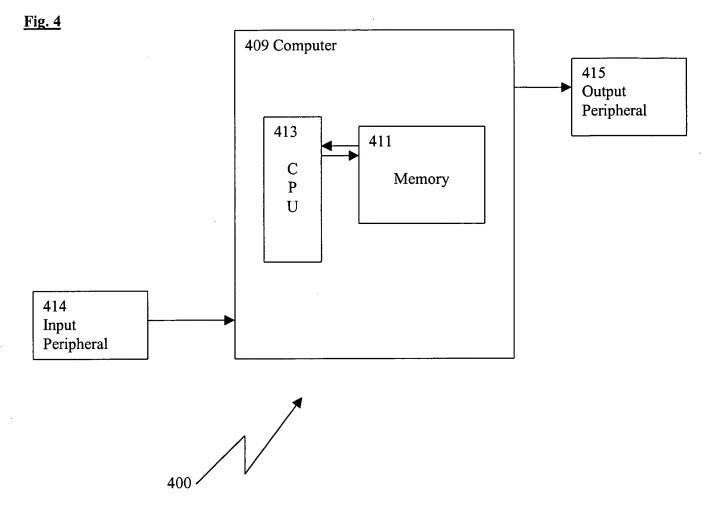


Fig. 5

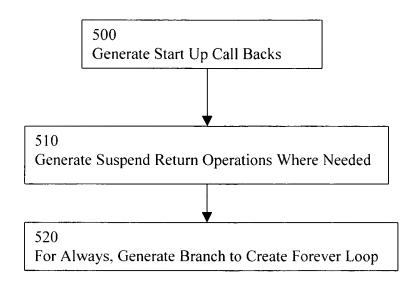
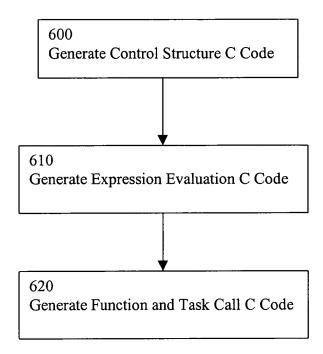


Fig. 6





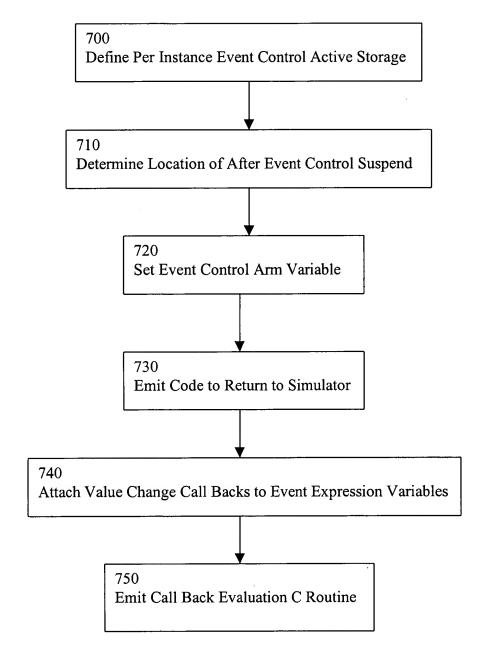
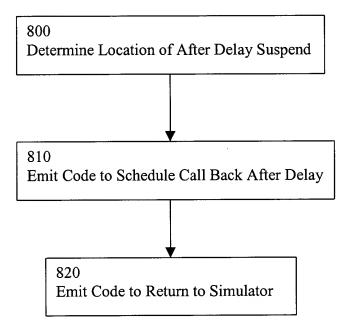


Fig. 8



<u>Fig. 9</u>

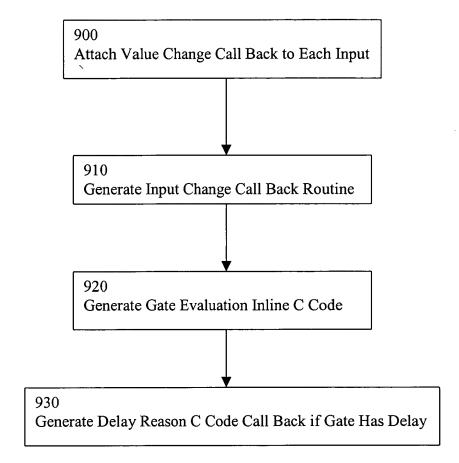


Fig. 10

